

Hoodswink

A Dip Zine for Purists

Issue
Number
30

Steven Carlberg, Editor, Publisher and Gamemaster
3024 Whispering Hills Drive, Chamblee, Georgia 30341. Phone 404/455-3893.
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Our Gala 30th Issue

If you live in the United States, you probably got hit by the blizzard last weekend. Here in Atlanta we got more snow than the city had seen in the last three decades. I woke up Saturday morning to the sounds of the electrical power in my house shutting off. The snow was falling steadily. It already lay thick on the ground. My cat Lucky, who had been out all night, seemed startled by the revelation that frozen water could appear out of nowhere and paint her whole world wet, white and cold. She wouldn't leave the house for two days — and neither would I!

By a curious coincidence, the blizzard weekend and the **Hoodwink** deadline weekend were one and the same. I spent some time organizing the material for the zine, but there were still orders to come in, and there was no mail delivery on Saturday! So I could only do so much prep work.

Another fun bit is that I am now working on my new home computer! Learning the tricks and limitations of this particular word processing and graphics set-up slowed me down a bit this time. I've sped up the process with macros and such, so next time it'll go much faster. But *this* time I spent about a day longer than usual in production.

So those are my two excuses for the two days late this Gala 30th Issue hits the mailboxes. And *being* two days late, I find myself putting the finishing touches on

this issue on that jolly old holiday, St. Patrick's Day! So in honor of the occasion, how about a bad Irish joke that you've all heard before? Here we go. What do you call an Irishman who stays outside all the time? Paddy O'Furniture!

In other useless news, all you *Acquire* players out there will be interested in this one! We frequently have six for *Acquire*, and after a couple of years of playing the game over and over, it occurred to me that it might be interesting to try a *partnership* version. We tried it out last week, and sure enough, it was an *excellent* variant! We recommend three partnerships, your partner sitting opposite, and playing from a hand of only four tiles instead of six. (The game will still move relatively slowly.) Partners try to help each other, of course, but there is no commingling of funds or stock. (When counting stock to see who came in first and second, each individual's holdings are examined, not the total holdings of the partnership.) Try it! You'll like it!

The Academy Awards are coming up pretty soon. I'd particularly like to recommend two pictures that didn't get nominated for Best: *The Player* and *Enchanted April*. Both are scintillating! But boy, did I miss a lot of movies this year! That's what having the Braves in a pennant race will do for me, I guess.

Okay, time is short, so I'll let you get started on the rest of the zine! Y'all have fun, now!

Hoodwink Players' Poll

Hey, thanks to everybody who sent me votes! I think we've got some interesting results here, so without further ado, let's get to them! (An "()" indicates that the player voted for himself. An asterisk indicates an additional vote.)

Most Persuasive: Germany in Hotspur, Brian Cannon, Kevin Kozlowski, George Inzer, Steve McKinnon, Stan Johnson, Michael Alterio, Michael Gonsalves, Herb Barents, Gene Gesner

Isn't it nice that the powers of persuasion in this zinc are spread out among so many players?

Best "Team Player": Gene Gesner, John Schultz(), David Schlosser*, Pat Conlon, Michael Alterio*, "me"(), Douglas Kent

I didn't outlaw self-votes, so I'm reporting them — but I'm not letting you "get away with" them, either. As a player in a game where John Schultz got the benefit of my alliance and then turned on me, I find his continuing efforts to depict himself as a "team player" especially poignant....

Most Indecipherable Handwriting: David Schlosser, Brian Cannon, Herb Barents*, Peter Fuchs, Michael Gonsalves()*****,"mine"(), Bruce Reiff

Mike Gonsalves is the clear... or, um, not so clear winner in this category, as I anticipated. I like the guy who voted "mine" and then I couldn't figure out who he was.

Most Effective Press: Germany in Hotspur*, Italy in Crab, George Inzer*, Jack McHugh, Gene Gesner

A nice mixture of efforts rewarded here, too.

Most Entertaining Press: France in Atropos, England in Atropos, Italy in Crab, Stan Johnson, Steve McKinnon*, Patrick Conlon*, Germany and Austria in Hotspur, Hotspur

And here.

Most Likely to Succeed: Andy York*, Germany in Hotspur, Michael Gonsalves, England in Atropos, Stan Johnson, David Schlosser, Peter Baker, David Pierce

Some encouragement here for old hands and newer targets alike.

Best Tactician: Stan Johnson**, Peter Baker*, Michael Gonsalves*, Bruce Reiff, Lawrence Watt-Evans, Kevin Kozlowski, David Pierce

A players' category if ever there were one, and Stan gets some grudging respect.

Most Entertaining Correspondence: Brian Cannon, Kevin Kozlowski, Matt Miller, Peter Fuchs, David Schlosser, Jack McHugh, Lawrence Watt-Evans, Michael Alterio, David Polley

As GM, I don't get to see your correspondence, but I'm glad you're all getting some grins out of it.

Most Likely to Lie: Stan Johnson***, Brian Cannon**, David Pierce, Ward Batty, Frank Wranovix, Jack McHugh, Kevin Kozlowski

Hmm, best tactician and most likely to lie! So that's how he does it!

Most Unexpected Stab: George Inzer, David Polley, Frank Wranovix, England in Atropos

Longest Overdue Stab: Germany in Hotspur, Michael Gonsalves, Stan Johnson, Michael Alterio of David Schlosser in Witch of Endor, Douglas Kent in Pique, anyone stabbing Stan Johnson

Player You Most Hate to Lose To: Hey, it's a landslide! Stan Johnson******, Ward Batty, Jack McHugh, and of course "anyone!"

Other Categories:

Most Irritating Press: Stan Johnson

Best Resemblance (Socially) to a Pit Bull: Stan Johnson
(They love ya, Stan!)

Most Illogical/Irrational Play: Ward Batty

Player most likely to be mistaken for a rookie: Karl Hoffman
Most Obnoxious: Jack McHugh

Best Comeback: Michael Alterio() in Witch of Endor

Most Feared/Respected: Mike Gonsalves

Biggest Brownout: Bruce Reiff()

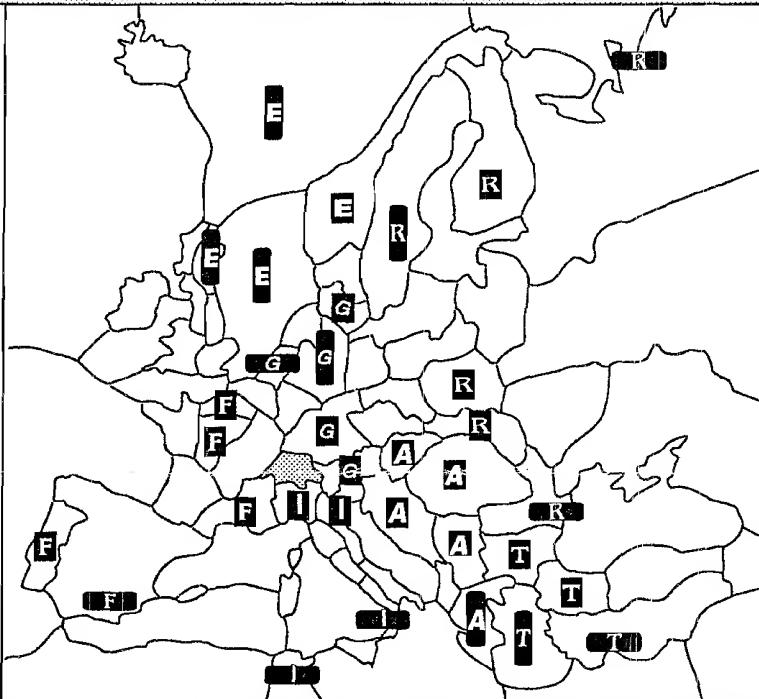
(Hey, Bruce, we're glad to see you back in the swim!)

Well, this seemed kinda fun. Maybe we'll do it again next year.

Renown – A New Game of Diplomacy – Winter 1901

**BY SEA
IF ONE, BY LAND
IF TWO**

**FRUSTRATED
HUNS CHANT
RAP LYRICS**



**STAGE SET FOR
SCANDINAVIAN
SHOWDOWN**

**ORGANIZED R/T
LINE DELIMS
5-SPOT AUSTRIA**

| | |
|-----------------|--------------------------------------|
| Austria: | (Tim Snyder) Build A VIE, A BUD |
| England: | (Karl Hoffman) Build F EDI. |
| France: | (George Inzer) Build A PAR, A MAR. |
| Germany: | (Patrick Conlon) Build F KIE, A MUN |
| Italy: | (David Pierce) Build F NAP |
| Russia: | (Brian Cannon) Build F STP(n), A WAR |
| Turkey: | (David Schlosser) Build F SMY |

GM to Europe: Winter 1901 is, of course, a separate season.

Germany to Italy: Yup, I'm friendly with France. Isn't that *special*!

Germany to Russia: Are you down wit OPC?

Germany to England: Are you down wit OPC?

Germany to GM: Everybody's down wit OPC.

Germany to England: Yes, Austria and I are friendly. So friendly, in fact....

InConstantinople Moon to any interested parties: R/A/Ts, we're going to T/A/R and feather the Balkans again! It also seems that everyone is VIEing for the same center.

England to Russia: Nice try, but I'm not buying the innocent routine. Your northern flank was sufficiently covered before you made room for *another* fleet build.

England to World: Note the transparent nature of the Russian in his press last time. Who would trust this guy!!!

Dateline Brussels: As the specter of military occupation of Belgium loomed, masses of peasants took

to the streets today in protest. By far the most common refrain heard was "Over There" — sung with tremendous gusto, fervor, and hope.

France to Belgium: If you're neutral, please get out of the way. You're blocking traffic.

France to England: You were right. I was wrong. So let's do it.

Confidential Memo to Mr. Hoffman: Watch out for the bear.

Austria to France: I hope all the posturing is done now, and you realize where the threat is, and where it isn't.

Austria to G/R: That was choice.

Austria to Germany: Would saying, "OK. Sounds good." five times have made you any more likely to actually follow through?

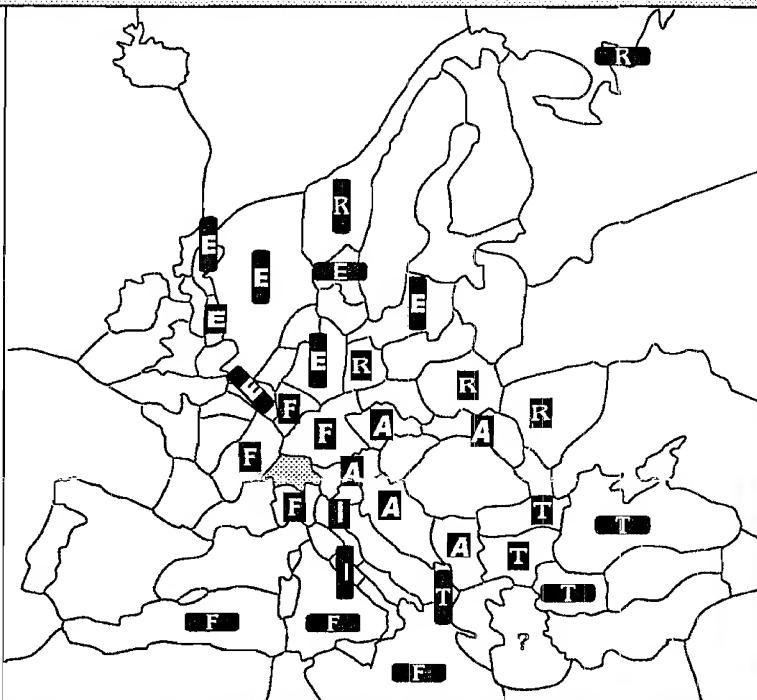
Austria to Russia: Perhaps you see now in Vienna what I saw in Tyrolia. You have free access to Bohemia to attack the Hun, if you wish.

Austria to Italy: Is this the beginning of a Five-Year Plan?

Nonsuch - A Game of Diplomacy - Winter 1903/Spring 1904

**BRITS OUTGUN
TSAR - FRENCH
SEEK KEY TO MED**

**ORGANIZED R/T
LINE ASSAULTS
CANNON'S**



*
Supply Centers
*

Austria: 6
VIE, BUD, TRI, GRE,
SER, BUL
England: 7
LON, LPL, EDI,

Austria: (Brian Cannon) A GRE-SER, F BUL(s)-GRE (ret AEG?), A BOH-MUN, A GAL sup RA WAR-SIL (nso), A VIE-TYO, A TRI sup A VIE-TYO

England: (Stan Johnson) Build F EDI. A LON-YOR, F ENG-NTH, F BEL sup F ENG-NTH, F DEN-SKA, F EDI-NWG, F HOL-KIE, F KIE-BAL

France: (Michael Castille) Build A PAR. A PAR-BUR, A BUR-RUH, A MUN hold, A MAR-PIE, F SPA(s)-WME, F TUN-ION, F TYS sup F TUN-ION

Germany: (Patrick Conlon) Removes A RUH, F BAL (OUT!)

Italy: (Ward Batty) Remove F ION. F ROM-TYS, A PIE-VEN, A TYO sup A PIE-VEN (annih)

Russia: (George Inzer) Build F STP(n). F NWY-NWG, F STP(n)-NWY, A BER hold, A MOS-UKR, A WAR sup A MOS-UKR

Turkey: (Peter Fuchs) A RUM-BUL, F CON sup A RUM-BUL, A SEV-RUM, F BLA sup A SEV-RUM, F ALB-GRE

GM to Hoodwink: And it's a tip of the Hoodwink Hat to Patrick Conlon for playing out the doomed German's position as a standby!

England to Late German: Yes, but it is rarely a successful strategy.

England to Russia: If you refuse to recognize the truth, it's your loss. I know the Post Office occasionally destroys mail, so it could be the PO or the GM who mucked up. Since it was in my best interests to support your move, it is asinine of you to assume I did not do so. Your attack may stick longer than you intended and in a different place.

England to Russia: Based on what I have observed, your brain was already mush.

Edinburgh: The launching of the Royal Navy's newest dreadnought *HMS Czar's Bane* has heartened the entire country. The King has assured his people that the stain upon the nation's honor caused by the

Russian seizure of Norway shall be washed away in a river of Russian blood. He further promised that the Czar's mush-filled head shall be placed on a pike in Oslo's town square.

England to Austria: Your press really hurt me. I'm so upset, I've thrown away the letter I was about to send you, suggesting we be allies. Your lies will not deceive the intelligent world leaders, who all remember that Germany started the war; we merely finished it. I was wrong to call a pathetic little worm like you a threat; it seems you are merely Turkey's court jester.

England to Turkey: Please let me know your thoughts on an equitable split of the Russian centers.

Austria to Italy: O Gag!!!! What are you *doing*?!?!? Suiciding to France??? Well, at least you'll be gone soon and we won't have to worry about your irrationality much longer.

Italy to Austria: Never! Never! Never!

The Dread Letter Office

Scattergories!

Try your luck at sneaking an unmatched (thus unmasterisked) answer past a gamut of experts! It's harder than it looks!

1. **Automobiles:** Hutmobile(?)/Hupmobile, hatchback, Hyundai*, hearse*, Huntley, hot rod, *horseless carriage*, Horizon, Hyundai Elantra, Hudson

2. **Fictional detectives:** Hercule Poirot*, Sherlock Holmes*, Sherlock Hemlock, Fenton Hardy, Frank Hardy, *Hoke Moseley*, Carlisle Hsing, Sigerson Holmes(?), Hawk

3. **Words associated with astronomy:** halation, heavens, Horsehead Nebula, hydrogen*, Horologium, hot spot, Hubbell Observatory, Hyperion*, *Christian Huygens*, heliocentric*, Higgs field, The Hunter

4. **Reptiles:** hawksbill turtle, hydrosaur, hadrosaur*, *hognose snake**, horned lizard/horny toad*, hell lizard(?), hooded cobra*

5. **Words ending in "id":** hid*, hypoploid(?), horrid*, hypothyroid, humid, *hominoid*, hominid, hyperboloid, haploid

6. **TV stars of the 1960's:** Harvey Korman*, Florence Henderson, Larry Hovis, Helen Hayes(?), Hugh Beaumont, Alan Hale*, *Howard Duff*, Henry Gibson, Harry Morgan, Monty Hall, Larry Hagman, Chet Huntley

7. **Words that appear frequently in the Bible:** hair, harlot*, Hosea, Hallelujah!, Herod, Hosanna, harp, hill, *Horeb*, hereupon, heaven, hidden, he*

8. **Famous black people (other than sports figures):** Harriet Tubman*, Haile Selassie, Alex Haley, John Henry, Hannibal, H. Rap Brown, *Chester Himes*, Hubie Blake, Nate Holdon(?), Coleman Hawkins, Charles Huston

9. **Kitchen equipment:** hamper, high chair, herb rack, hammer, Hotpoint (range)*, Hottel, heating element*, hood, *honing stone*, hand towel, hanger, Hot Pot

10. **Words exactly 10 letters long (no plurals):** hysteresis, humorously, hinterland, handicraft, hypnotized, *heavenward*, handsomely, habitually, homeliness, heliotrope, hammerhead, hemorrhage, Hackensack

11. **Weapons:** hairpin, high-powered rifle, hunting rifle, howitzer*, halberd, HIV, hammer, harquebus, *HP*, hand*, handgun

12. **Games played before 1950:** hurling*, hot potato, hot box ("also known as pickle"?), hockey, hopscotch*, Hop Ching, handball, *honeymoon bridge*, hide-and-go-seek*

Thanks for playing: Matt Miller, John Schultz, Bruce Reiff, Stephen McKinnon, Karl Hoffman, Stan Johnson, Stven Carlberg, Andrew York, Lon Atkins, Lawrence Watt-Evans, David Schlosser, Philip Sasse, Tim Snyder!

And our winner this issue..... (a drum roll, please!)....

Lon Atkins

with 11 unduplicated answers!

I have to admit that Lon has done it with some information that was new to me: Hoke Moseley, says he, is a Charles Willeford protagonist, and an HP is a WWII German service pistol made by Walther. I *still* couldn't tell you who Chester Himes is or where Horeb appears in the Bible (let alone how frequently). But as Lon is 2 points ahead of his nearest competitor (me!) and 3 ahead of the rest of the field (led by Karl Hoffman and Tim Snyder at 8), his victory is secure.

Congratulations to Lon, back on the winning track after a year or so of failing to make the cut!

Since I really *am* trying hard to give away these lovely, all-expenses-paid, red-carpet-treatment, first-class subscription editions of *Hoodwink* which are the justly coveted prizes in this competition, I'll mete them out to Karl and Tim — since Lon is on trade status and I *already* get mine free!

Notes from last time: Last issue's declared winner, John Schultz, makes good on his question-marked answers: "Jack Slade operated in the Hong Kong of the mid-thirties. I'm sorry I can't remember the author's name. It's been at least twelve years since I've read the series." Steve McQueen: "Have you forgotten 'Wanted Dead or Alive,' mi amigo? My favorite kid western! And didn't he have a role in 'Johnny Ringo'?"

Bruce Reiff says "Stringtown" is a Steve Miller song and "a big road here in Columbus."

Lawrence Watt-Evans, Douglas Kent, Bruce Reiff and Tim Snyder all report that "Shaggy" is a character on *Scooby-Doo*. (I *wondered* what you guys did with your spare time!) Apparently Shaggy says "Zoiks" a lot. I've switched past *Scooby-Doo* in the afternoons before, so let me guess — the beatnik guy in the orange sweatshirt?

Notes on borderline answers: And I *still* won't take human beings in the "teptile" category!

Now, was there really a "Hutmobile," or is this just "Hupmobile" misspelled?

Sherlock Hemlock, says Matt Miller, is from *Sesame Street*. "Sigerson Holmes" sounds familiar, but I can't remember why, or how I should spell it. And our resident Hugo-winner, Lawrence Watt-Evans, "couldn't resist" using "Carlisle Hsing," protagonist of *Nightside City*, which he wrote himself.

That big syringe used as kitchen equipment is surely not a *hypodermic* (meaning under the skin) syringe, eh?

Is "hot box" or "pickle" the same game as "hot potato," where a group of players passes a potato (or other object) by hand from person to person until someone in the next room hollers "Hot potato!", and the person caught holding the potato is out of the game? (People passed the time in really inventive ways before TV, didn't they?)

Sherman Helmsley, I believe, is a fictional character and thus not eligible in a category asking for a person.

Here again follows a brief recap of the rules of the game. In the first place, everyone can play! The more the merrier! Hop right in and don't be shy! Answers must start with the announced key letter. To score a point, you must register an answer not given by any other player. You may submit only one answer per category, and you may not submit the same answer in more than one category.

Unlike most games of this type, Scattergories rules say that when the category calls for a *person's name* (fictional or non-), your answer may use either the first *or* the last name. Be careful, though: this rule applies *only* to people's names. (I disallowed "Austin-Healy" this time under Automobiles, for example.)

Answers naming the same person or thing, even if using different words, are regarded as identical for scoring purposes. Answers using the same words to name different things are also regarded as identical.

Our play of Scattergories is based on the game from Milton Bradley (about \$25) which I enthusiastically recommend any time you've got three to six quick-witted people with an interest in trivia together. (More can play, but they only provide equipment for six.) The **Hoodwink** rules differ mainly in that I make up the categories here myself, and that the boxed set includes a 2½-minute timer — which requires you to think very fast!

Well, let's try another one! Remember, **no research is permitted** (answers must come off the top of your head) and rulings of the GM are final.

Your letter this time is C, and your categories are:

1. Things at a sushi bar
2. Famous Australians
3. Words associated with railroading
4. Insects
5. Adjectives exactly 7 letters long
6. Songs commercially released by the Rolling Stones
7. Typical items in a woman's purse
8. U.S. cities (population 50,000+)
9. Garden equipment
10. Performers in Woody Allen movies
11. Sources of light
12. Things (not places) not found in the U.S.

Good luck, everyone, and may the ablest abecedarian win!

Crab press starts here:

New Russia to Turkey: Both of us have suffered at the hands of inept predecessors. Face it, we both need allies. That Italian fleet in EME has to make you pause, especially if A-H and Italy get their act together. I offer my hand to you in alliance. You can have RUM if you let me have SEV back. Please order your A SEV-RUM (and feel free to support with A BUL, so that if my move out of RUM is opposed, you will still take RUM and I'll be able to retreat to the open space of my choice). I will order A RUM to UKR or GAL or BUD and F BLA-SEV.

Who else can you number among your allies? Granted, Italy and A-H have shot themselves in the feet, but alone you still can't do it. With a struggling Russia as an ally, you will have a secure border on the north and a hand in Central Europe.

New Russia to Italy and Austria-Hungary: Sorry, folks, but I have to look out for the best way to survive. A-H is the only power on the board smaller than me, and Italy is far away. I'm happy to cut a deal with Turkey if it means a longer life for me. Nothing personal.

New Russia to England and Germany: Okay, so the old Russia really goofed it up. No Sweden for me — I can deal with that. I am happy to sail back to St. Pete and be a good boy. Can we reach some agreement on that basis?

You are going to need every unit you can muster in the war on France. Besides, for the measly two centers you might carve out of my ratty hide, you'll need to devote a number of units much better put to use elsewhere. And you won't find carving those few centers out of me to be an easy job.

I am ordering F GBO-STP. I hope you'll be happy with the status quo in the north, and that Germany will find a better use for that A SIL.

Paris to Berlin: Looks like neither of us trusted Austria to not try for Munich. Seeing how we think so much alike, it's just more proof that we should work together. Notice that I've built to show good faith in working together. So let's clear up the north, shall we? And as Denmark is yours for the taking this year, how about letting me take Belgium? We do have a common language after all.

Paris to Russia: Watch out for England.

Turkey to Austria: Well, I'll do what I can to help you against the Italian. I'm not too impressed with his fleet in the EME. What can he do with it?

Turkey to Russia: Nothing personal, either.

Turkey to Italy: Just get that fleet heading home. You need it there, not roaming around on a Mediterranean cruise.

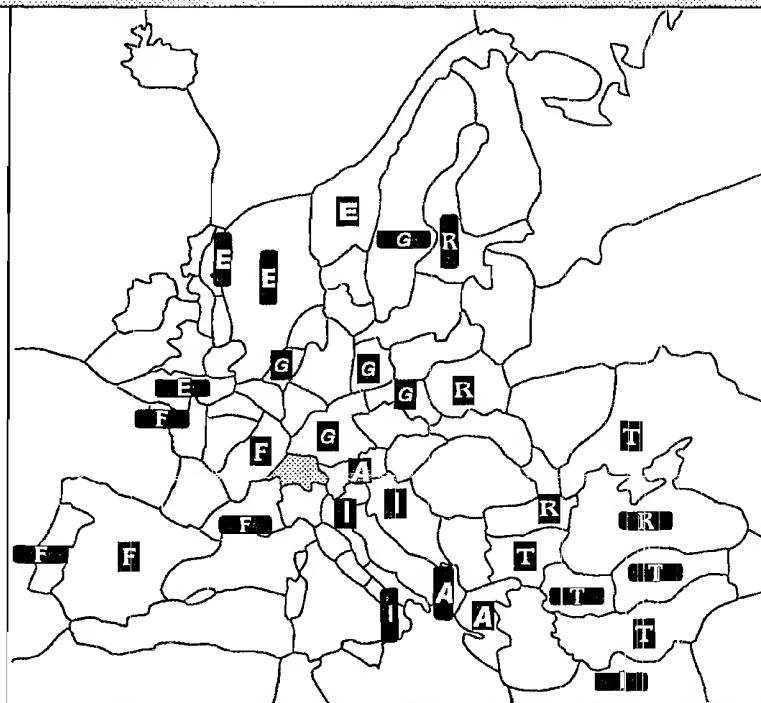
Rome to Vienna: Stven's right — this is just plain weird!!! I wish I had gone to Serbia — but I explained why I didn't, so no need to rehash it. You'll note my fleet build. I really am supporting His Holiness' *holy war* against the infidel. I'll move TRI-SER and expect your support from GRE as you suggested. I would suggest you move TYO to TRI (Spring) in preparation for Fall moves of SER-BUL, TRI-SER, ALB-TRI (or something like that) allowing you to get TRI back and pick up SER (especially if Russia is able to help the assault on BUL). On the other hand, our attack would be a...

**BRITANNIA
RULES THE
NORTHERN WAVES**

**FROGS LIKE WATER;
HUNS HUG GROUND,
LEANING EAST**

**NEW TSAR
STARTS
TALKING**

**SULTAN SPLITS
DIFF, GETS SET
BICOASTALLY**



| | |
|----------|--------------------|
| Austria: | No adjustments |
| England: | Build F EDI |
| France: | Build F BRE, F MAR |
| Germany: | Build A MUN, A BER |
| Italy: | Build F NAP |
| Russia: | No adjustments |
| Turkey: | Build F ANK, A SMY |

(continued...) lot stronger if we could get your fleet into GRE where it could assault AEG. If you'd prefer, I'll support GRE-SER while ALB goes to GRE. In this case, there is a developing threat up north (England suggesting an E/G). Please consider either using TYO to cooperate with France versus MUN or moving it to VIE (Russia may need help versus Turkey). You're right, this opening is tricky, but I still think it can turn out to be worth the risk — for *both* of us.... *Remember Lepanto!*

Italy to Russia: Ouch!! Still, any help against Turkey can make a difference. Considerations for the Spring include a supported attack on BUL or a surprise convoy into CON (in case he moves CON sup SMY (new build) to AEG. Of course, I could simultaneously move EME-SMY. This way, if he gets there, he stands the risk of losing a home supply center (or having to waste moves to protect or retake it).

Italy to Turkey: Weird, Weird, Weird!!!!

Rome to Paris: Watch out for Germany and England. If they get it together (as England, he who has a fleet threatening BRE, is suggesting), you'll be hard pressed. Note my suggestion to Austria regarding joint A/F action versus MUN. Please consider it; a strong E/G isn't going to be very for France in the future. As I said before, if you don't bother me (builds or moves in the Mediterranean area), then I won't bother you (moves toward PIE or GLY or the like). Let's leave our units

free to move towards *our* front lines (you northeast and me east) and not force each other to devote units to guard our respective rears.

Germany to England: I agree. There is ground to be gained in many areas. I'll support you from Norway to Finland. Also, please accept my support from the North Sea to Belgium in the Fall. Of course, feel free to move differently, but above all, remember that these first days are often the most crucial.

Germany to France: You're right. Munich is a much better defensive line for you, but.... no.

Germany to Russia: Until the Eastern region becomes settled, we are forced to send guards with our tax collectors. Please stop scaring the natives.

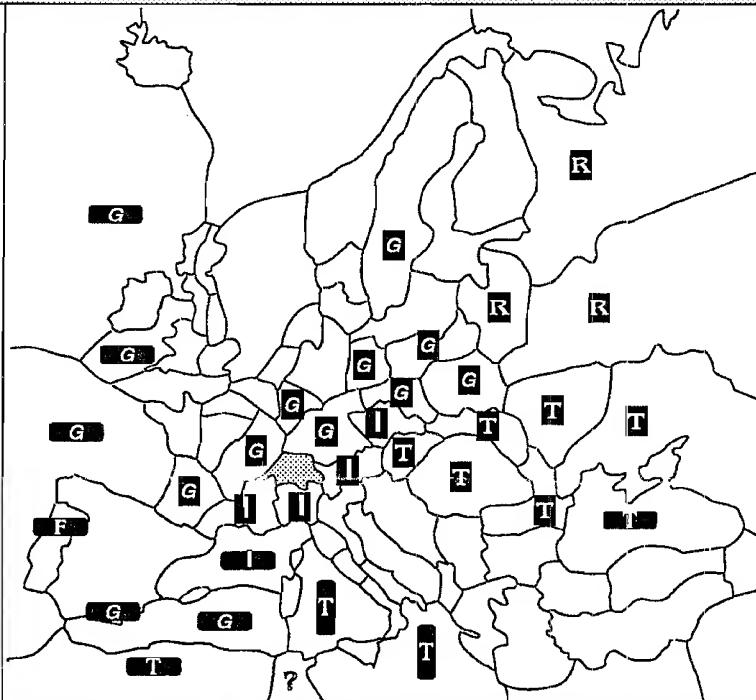
Austria to Italy: I am pretty upset that you didn't move to Serbia as you promised. The price for this mixup is that R/A/I builds 1 in 1901, while T builds 2. Another two years of R/A/I versus T and Turkey will rule the East! Your move to EME talks big time, though, and you get one more chance. My moves will be A GRE sup IA TRI-SER, F ALB-TRI, A TYO-VIE. You must move A TRI-SER, A VEN-anywhere but TRI, for our alliance to remain intact.

Austria to Russia: Please do *not* retreat A RUM-BUD. R/A/I can and will defeat Turkey — we just will need extra time to recover from our poor — very poor — start. With patience and perseverance, you will get your share of dots.

Marie Galante ~ Diplomacy 1991AJ ~ Spring 1910

GERMAN FLEET LUMBERS INTO MEDITERRANEAN

WAR OF WORDS INTENSIFIES — WHO GETS THE TIE?



*

Supply Centers

*

Germany: 14
MUN, BER, KIE, HOL,
BEL, DEN, SWE, EDI,
NWY, PAR, LON,
WAR, BRE, SPA

Italy: 6
ROM, VEN, NAP, TUN,
MAR, TRI

Rusia: 3
MOS, STP, LPL

Turkey: 10
CON, ANK, SMY,
RUM, BUL, GRE, BUD,
SER, VIE, SEV

France: (John Schultz) F POR sup GF MAO-SPA(s) (nso)

Germany: (Stan Johnson) A BUR-MAR, A RUH-BUR, A SIL-BOH, A MUN sup A SIL-BOH, A BER sup A MUN, A DEN-SWE, A WAR sup RA MOS-UKR, A PRU sup A WAR, F MAO-WME, F SPA(s) sup F MAO-WME, A GAS sup F SPA(s), F BRE-MAO, E IRI sup F BRE-MAO, F NAO sup F BRE-MAO

Italy: (George Inzer) F WME-SPA(s) (ret TUN?), A MAR hold, F GLY sup A MAR, A PIE sup A MAR, A BOH sup TA GAL, A TYO sup A BOH

Russia: (Mike Gonsalves) A STP-MOS, A LVA sup A STP-MOS, A MOS-UKR

Turkey: (Gene Gesner) F NAF-MAO, F TY5 sup IF GLY, F ION hold, A VIE sup IA BOH, A GAL hold, A BUD sup A GAL, A UKR hold, A RUM sup UKR, A SEV hold, F BLA sup A SEV

GM to Europe: Voting results: G/I/R/T fails, Yes 4(FT), No 1. G/T fails Yes 3(T), No 2(F). (Public voters are listed in parentheses.) New proposals: G/T, G/T/R, G/T/R/F, G/T/F, G/T/I/R/F (DIAS), G/T/I. Someone asked what happens should more than one proposal pass; in that case, the draw will include everyone in any/either of the proposals passed. For example, if the G/T/R and the G/T/F both pass, the game ends as a four-way, G/T/R/F. And remember, as ever, that NVR \neq No.

Turkey to All: I will vote Yes to any draw including myself, but I will not try to further influence other votes at this time. I'd say it is probably up to Germany and Italy as to what vote passes. Looks like an interesting deadlock for now.

France to World: At the risk of alienating Germany, I'd like to get my two cents' worth in. I believe a G/I/T draw is a fair and logical conclusion to this game. That Italy is willing to vote for the G/T, despite his position, speaks to his game integrity, and I have decided to vote no to any draw which does not include him. Nor am I willing to vote yes to a draw which includes me. Why? I'm not willing to aid either Italy or Turkey because I feel sure it would be

my doom at their hands. Portugal is pivotal only as support for Germany otherwise; so... stalemate. Because I could take action to change the course of this game but refuse to do so, by my own convoluted logic, I do not feel worthy of a piece of a draw. I'm happy with a survival. Does that make sense to anyone but me? Either way that's my decision. I'll vote yes to a G/I/T/R, but the only truly fair draw as I see it is the G/I/T.

Germany to Idiotic Italy: You are mistaken again. You wanted me to join you in an attack on France; you wanted spoils split Brest for England, Paris for Germany, and Marseilles, Spain and Portugal for your greedy self. I said it was not worth my while to attack France for one center; I did not demand any specific centers. And no, you just look like a *rat*. In my opinion you deserve nothing and I will never agree to *any* draw that includes you no matter how long this game goes on.

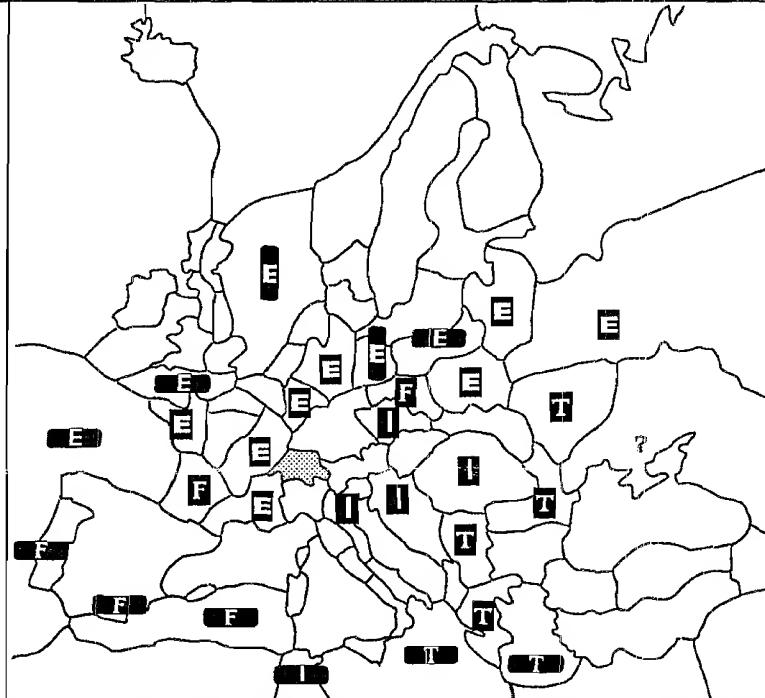
Germany to Imbecilic Italy: You asked me twice what you look like; I'd rather not get into that, as Stven likes to maintain a certain level of decorum in this zine.

Germany to France: I will include you in a draw before I include Italy!

Atropos - Gunboat Diplomacy 1991 HCr32 - Fall 1909

BRITS SPEAK SOFTLY, CARRY SNICKERSNEE

FRANCE'S FAIR-WEATHER FRIENDS FUNK IN FOUL



Austria: 0
-SER, -GRE

England: 15
LON, LPL, EDI, HOL, SWE, DEN, NWY, KIE, STP, BER, WAR, BEL, MAR, -SPA, +BRE, +MOS

France: 4
PAR, POR, MUN, -BRE, -TUN, -BUD, +SPA

Italy: 7
ROM, NAP, VEN, TRI, VIE, +BUD, +TUN

Turkey: 8
CON, ANK, BUL, RUM, SEV, SMY, -MOS, +SER, +GRE

Austria: No units (**OUT!**)

England: (+2) F IRI-MAO, A PIC-BRE, F ENG sup A PIC-BRE, A BEL-RUH, A BUR-GAS, A MAR sup F SPA(s), F SPA(s) sup A MAR (annih), F NTH sup F ENG, A KIE-MUN, F BER hold, F PRU hold, A STP-MOS, A LVA sup A STP-MOS, A WAR sup A STP-MOS

France: (-1) F WME sup F GLY-SPA(s), F GLY-SPA(s), F MAO-POR, F BRE-ENG (annih.), A GAS-MAR, A SIL-MUN

Italy: (+2) F ION-TUN, A ALB-TRI, A ROM-VEN, A BUD hold, A VIE-BOH

Turkey: (+1) A MOS sup EA STP (ret SEV?), A UKR sup A MOS, A BUL-SER, A RUM sup A BUL-SER, A GRE sup A BUL-SER, F AEG sup A GRE, F EME-ION

GM to Europe: Results of voting: Concession to England, 1 Yes, 2 No. E/T, Yes 1, No 3. I/T, 3 Yes, 1 No. Newly proposed: E/I/T.

Italy to Turkey: In a combined peace offering and concession, I'm not contesting Serbia. I'm willing to take France's offer if you are. I hope you are (or will) show the willingness.

Italy to England: Check if you recently hired a cryptographer late of the Italian army. Or perhaps we both had spies in the army?

Italy to GM: Hey, if England wants to give France an Italian car, what business is it of yours?

Italy to France: Better late than never.

England to GM: Well, you're right — I don't speak French or Italian. That's why I'm doing my best to convert the world to English. It would make my life much easier.

Perfidious Albion to France: Too bad there's not much you *can* do to stop me, except to call me names, of course. "The dog." Ouch! "The sorry sucker." Ouch! I'm hurt! I'm hurt!

England to Italy: Since you don't seem interested in Munich, I hope you don't mind if I pick it up. Also, it looks like you could use some help against Turkey. Glad to be there for you.

Ahimsahib to Italy: Thanks. I knew you'd understand.

England to Turkey: I hope you don't mind if I straighten out the stalemate lines a little bit. We English like to keep it neat.

Turkey to Italy: Although we desire peace, we feel that, in the interest of mutual security, Serbia (and Serbia alone) should be under Turkish protection, and that the Ionian should remain free from either Italian or Turkish fleets. If I'm there this turn, I'll be out next, I promise.

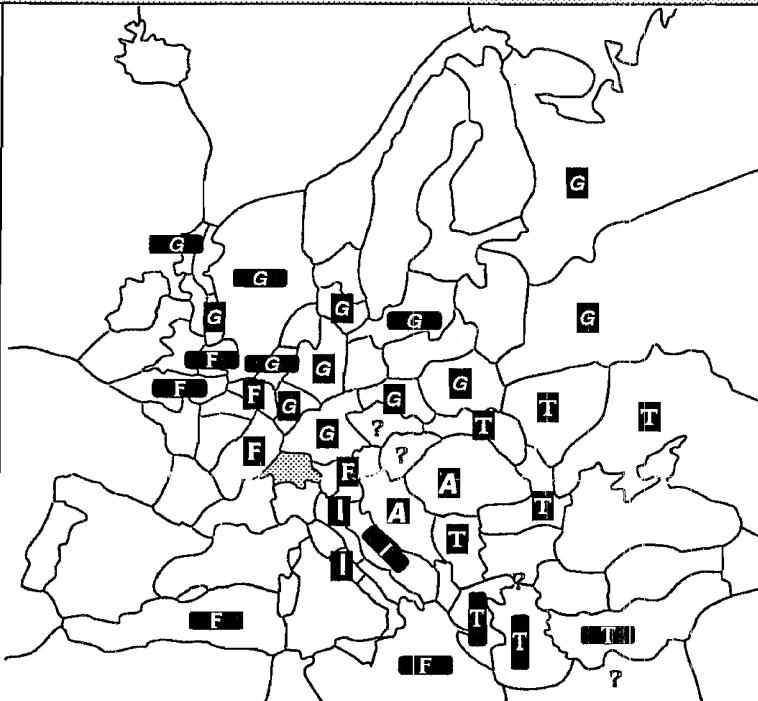
Turkey to France: Why should I help you? I'm not going to deliberately get in your way, but you've been less than helpful. I don't forget foreign occupation *that* quickly. And frankly, I was hoping England *would* stab you. But, as I said, when it comes to picking sides, should I choose to side with a guy who once landed a fleet in my territory and deliberately was a pain in the neck, or should I help the guy who has been a staunch neutral in the north and has helped me concentrate efforts in the south? What do you think is likely?

Turkey to England: After this turn I'll have at least one, if not two more centers. I support my inclusion in any draw, be it the E/T, the I/T, or the F/E/T/I. Please continue the cessation of hostilities in the north and I'll do the same. And I'll support the E/T if you will.

Hotspur ~ Gunboat Diplomacy 1990 HWrb32 ~ Spring 1911

**PREDICTABLY, HUN
BETTER ORGANIZED
THAN A/F/I/T**

**STILL, IT'S
A LONG WAY FROM
12 TO 18**



Supply Centers

Austria: 3
BUD, VIE, TRI

France: 7
PAR, BRE, MAR, SPA,
POR, LPL, LON

Germany: 12
BER, KIE, HOL,
DEN, SWE, EDI, NWY,
STP, MUN, BEL, MOS,
WAR

Italy: 4
ROM, NAP, VEN, TUN

Turkey: 8
CON, ANK, SMY,
BUL, SEV, RUM,
SER, GRE

Austria: A TRI hold, A BUD sup A TRI, A TYO-PIE (ret VIE, BOH?)

France: F LON-NTH, A PIC-BEL, F ENG sup A PIC-BEL, A BUR sup A PIC-BEL,
A PIE-TYO, F TYS-WME, F ION-GRE

Germany: A BEL-YOR, F NTH con A BEL-YOR, F HOL sup F NTH, F NWG-CLY,
A MUN-BUR, A KIE-RUH, A BER-KIE, F LVA-BAL, A WAR sup
AA BUD-RUM (nso), A SIL sup A WAR, A MOS sup IF AEG-SEV (imp),
A STP sup A MOS

Italy: F AEG hold (ret BUL(s), EME?), A VEN-TRI, F ADR sup A VEN-TRI, A ROM-VEN

Turkey: A GAL sup AA BUD-VIE (nso), A UKR sup A GAL, A SEV sup A UKR,
F CON-AEG, F SMY sup F CON-AEG, F GRE sup F CON-AEG, A SER-RUM,
A ALB-SER

GM to Europe: Voting results: F/G/I/T Yes 3(AT), No 1. F/G/T Yes 2(AT), No 2. G Yes 2(A), No 2. G/A Yes 1(A), No 3. G/T Yes 2(AT), No 2. New proposals: G/T, F/G/T, F/G/I/T, F/I/T. Please do not let this game slip away by your failure to vote (since "No Vote Received" still does not equal a No vote). Let's see how it really turns out!

Paris to Berlin: Thanks a lot, friend.

Paris to Rome: Sorry to pull out that fleet, but obviously I have to concentrate on Germany (a day late and a franc short, but that's my problem). If there's any way to put my fleet in Greece and get me a build, I may be able to afford to keep two fleets in the fight against A/T, but I must have another fleet in the Atlantic if I am to hold off the Hun as well.

Paris to Constantinople: Congratulations. Go get Germany, and you can win this by yourself.

France to Europe: Okay — so I screwed up. I'll say my *mea culpas* by bearing the brunt of the German assault. Meanwhile — To arms!! The bloody Hun has once again proved his treachery, and he must be stopped. No one will be safe from Aryan subterfuge unless we unite in this battle.

Turkey to France: Convinced yet? I'd appreciate seeing that fleet in the Ionian go back north, and I promise I won't pursue it.

Turkey to Italy: That press reads like a gracious concession there — not of the game, by any means, but of the argument. Thank you. I now regret disbanding an army instead of a fleet, but it's too late to fix it. I admit to still being a trifle wary, though, and to still thinking that Austria can be useful (since he seems to have come to his senses regarding Germany), so I'm not supporting you into Trieste this time, and I am attacking your Aegean fleet. If you're true to your word and disband it, instead of retreating, then I will not attack you further. In any case, I'll do what I can against Germany.

Turkey to Germany: Ah, you've stopped talking. The time for deceit is past, perhaps?

Turkey to Austria: Can I convince you to patch things up with Italy and head north?

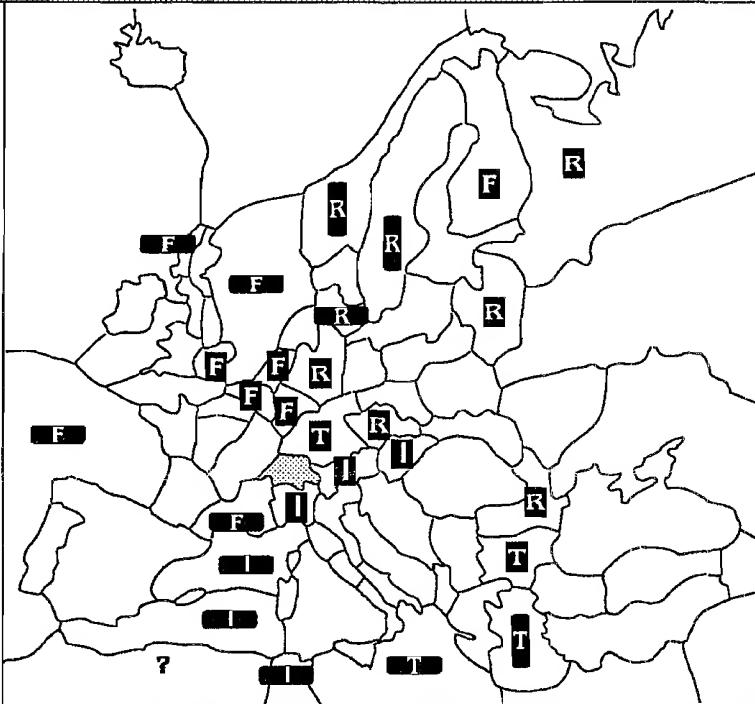
Austria to Europe: As if we really needed a separation!

France: You requested it so you could gape in amazement at the new anti-Gallic armies built in Germany. I figure

Witch of Endor - 1992M - Summer/Fall 1908

**RAVENOUS R/I/T
FILL UP ON
FRENCH FRIES**

**RUSSIANS HIT
DOUBLE DIGITS,
CATCH UP**



Supply Centers
*

France: 9
PAR, MAR, BRE,
BEL, POR, SPA,
LON, LPL, HOL,
-KIE, -DEN, -NWY,
-TUN, -MUN, -STP

Italy: 8
ROM, NAP, VEN, TRI,
SER, BUD, +VIE, +TUN

Russia: 11
MOS, RUM, SEV, EDI,
WAR, BER, SWE,
-BUL, -VIE, +KIE,
+DEN, +STP, +NWY

Turkey: 6
ANK, CON, SMY, GRE,
+MUN, +BUL

France (-1): (David Pierce taking over from Peter Baker) Retreat A NWY-FIN, F WME-MAO, F TUN-TYS (ret NAF?), F MAR-SPA(s), F MAO sup F MAR-SPA(s), A BUR-BEL, A KIE-HOL, A RUH sup A KIE-HOL, F ENG-NTH, F CLY-WAL (impossible), A YOR-LON, A STP-NWY (annih.), A FIN-SWE

Italy (+2): (David Schlosser) A VIE hold, A TYO hold, A PIE-MAR, F TYS-TUN, F GLY-SPA(s), F WME sup F GLY-SPA(s)

Russia (+3): (Mike Gonsalves) A UKR-RUM, A MOS-STP, A LVA sup A MOS-STP, F NWY sup A MOS-STP, F SWE sup F NWY, A BOH sup TA MUN, A BER-KIE, A HOL sup A BER-KIE (annih.), F NTH-DEN

Turkey (+2): (Michael Alterio) A MUN sup RA BER-KIE, F ION sup IF TYS-TUN, A BUL hold, F AEG hold

GM to Europe: Voting results: F/I/R, No 2(T), Yes 1. R/I/T, No 1, Yes 2(T). Turkey reproposes the R/I/T!

Turkey to France: Welcome!

Italy to Russia and Turkey: Are we nearing a TRIUMPH? As long as we don't get impatient, I think we've got the tide turned in our favor now.

Hotspur press, continued: ... Italy and Germany wanted to see Turkey's removal. As for me, I don't need no stinkin' separation! I know all!

Austria to Germany: Since I figure you'll abide by the terms of our duel, and you can't beat Turkey while confined to Russia, here are some predictions: A KIE to attack France; A MUN to attack France; F NWG to attack France; A BEL to attack France; F NTH to attack France. Did I forget something? Oh, yeah! Any unit available to attack France!!

Austria to Italy:

Austria to France: Smart! Not only do you *still* fail to see Germany's after you, but you persist in telling him exactly how you're going to make his job easier!

You need some extra forces. So, slap Italy around! I'll even help you by supporting you into Venice. I want him dead, dead, dead. It doesn't matter to me who kills him as long as I get a hand on the knife handle.

Turkey will gladly side with you versus Germany — won't you, Turkey? He says yes — trust me. So eat some of Italy and get a move on versus Germany, else your days'll be short.

Austria to Turkey: If you use Albania or Serbia to support me in Trieste, I'll support you in Galicia even though, by agreement, Germany *shouldn't* be attacking you there.

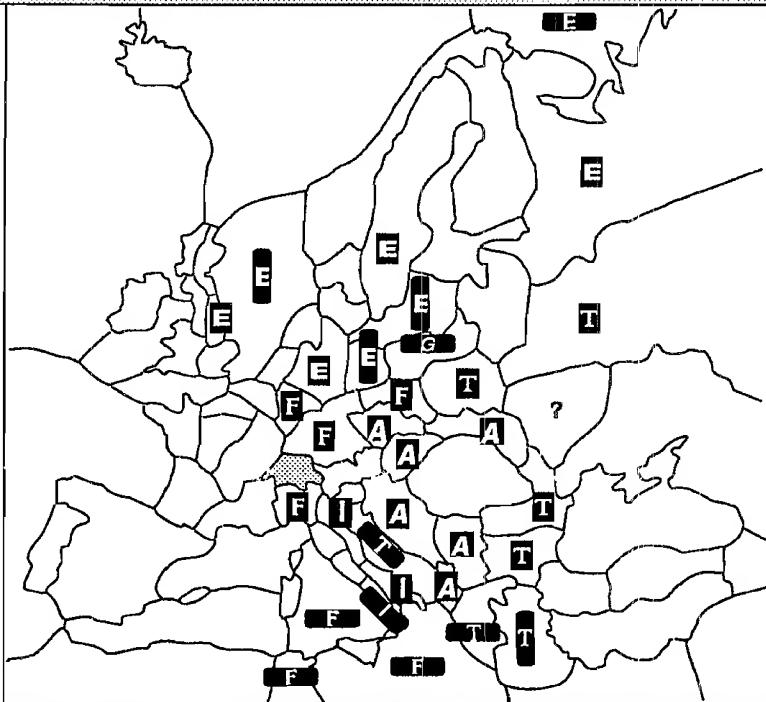
Anything else you need: don't hesitate to ask!

Austria to France: Care for a duel?

Pique - 1992N - Summer/Fall 1995

GUARDIAN OF EDAM? E/F GO DUTCH

TURK CASHES AUSTRIAN NMR



*

Supply Centers

*

Austria: 4
VIE, BUD, TRI, SER,
-GRE, -RUM, -WAR

England: 10
LON, LPL, EDL, NWY,
DEN, HOL, SWE, KIE,
-MUN, +STP, +BER

France: 8
PAR, BRE, MAR, SPA,
POR, BEL, TUN, +MUN

Germany: 0

-BER

Italy: 3

ROM, VEN, NAP
Turkey: 9
 CON, SMY, ANK,
 BUL, SEV, MOS, -STP,
 +RUM, +WAR, +GRE

Austria: (-3) (Frank Wranovix steps in for Peter Baker) Retreat A TYO-VIE. A VIE-TYO, A BOH sup A VIE-TYO, A TRI sup A VIE-TYO, A SER sup A TRI, A GRE-ALB, A GAL-SIL, A WAR sup A GAL-SIL (ret UKR?)

England: (+2) (Steven McKinnon) A STP sup AA WAR-MOS (nso), F BAR sup A STP, A FIN-SWE, A TYO-BOH (annih), A HOL-KIE, F BER sup A HOL-KIE, F BAL sup F BER, A YOR-HOL, F NTH con A YOR-HOL

France: (+1) (Herb Barents) A RUH-HOL, A MUN-SIL, A BUR-MUN, A PIE-TYO,
F TYS-ION, F TUN sup F TYS-ION, F GLY-TYS

Germany: (-1) (Jack McHugh) Retreat F BER-PRU. F PRU-BAL

Italy: (+0) (Michael Alterio) A VEN sup EA TYO (om), A APU sup A VEN, F NAP sup FF TYS-ION

Turkey: (+2) (Douglas Kent) Retreat A STP-LVA. A UKR-RUM, A LVA-WAR, A MOS sup A LVA-WAR, F AEG-GRE, A BUL sup F AEG-GRE, F CON-AEG, F ADR-ION

GM to Europe: Please vote! Now proposed: E/F, E/F/I!

Brest: It has been announced that the Flying Dutchie Boy was eyeing new territories to explore and to show the French flag. He has tired of Italy where all he got were nuns.

Paris: The 3rd Army is on the march once again. This time it was in the heartland of Germany. After putting the Huns out of their misery, it is time to get hungry and eat turkey. That seems to be a fowl joke.

Gulf of Lyons: Admiral Lazez Faire and the Flying Dutchie Boy have been real good sports. After playing the golf course of Lyons, Flying Dutchie Boy said, "You got to watch out for those water traps, and most of the holes look alike."

Dutchman Joke: What's the cross between a Dutchman and a tulip? A Blooming Idiot.

Second Army HQ, Tyrolia: Her Majesty's Own Mountaineers camped here after the recent Anglo-French

push that took advantage of Austrian confusion to gain the Alpine heights overlooking Trieste.

Brigadier John Smallberries, Special Envoy to Foreign Powers, was questioned regarding the seeming conflict of interests regarding his statements pro-Austria in the spring and the subsequent offensive action that brought British troops to this traditional Austrian stronghold. Smallberries claimed that his earlier statements were issued in Finland by an actor hired to impersonate him whilst he was in fact in Paris finalising the plans that saw highly competent French and put Englishmen in this advantageous terrain.

"Such examples of Anglo-French cooperation in the face of a confused enemy should herald the New World Order as never before," said Smallberries.

Third Army HQ, Saint Petersburg: After many seasons' absence, British troops were again parading the streets of the old Russian capital.

Office of Strategic Studies consultant Major General Rick Deckard had this to say about the disappointing escape of the Ottoman forces: "The escape of the Ottoman forces was disappointing. If the Austrians had advanced on Livonia as promised, there would be one less Turkish army for us to contend with. Thank goodness we didn't trust them in Tyrolia, too.

"All seems forgiven, however, as the Russians await the return next year of the First Army, which had previously occupied St. Pete as benevolently as one can, under the circumstances, and whose previous lacks of discretion and proportion have been reevaluated in light of these many months under Turkish rule."

Flagship Reliant, Stockholm: With the last German industrial center now under Allied control, the heads of the Naval Staff met here to formulate policy for the upcoming operations versus the enemy forces in Old Imperial Russia.

Whilst meetings were secretively held behind closed doors, some details were given to the press daily by Com-

modore Joachim, second-in-command of Naval Forces.

Said the Commodore most recently, "The flexibility of Her Majesty's forces, being capable of both land and sea actions versus Austro-Turkish ground troops, will be a textbook example of the superiority of combined-arms operations. We shall, through use of the seas, guns and fleets, force them to flee, run and retreat."

Fifth Army HQ, Leeds: The uproar last Autumn over the controversially named Her Majesty's Own Scorched-Earthers had barely died down before a new wave of Conservative outcry was heard. The objections this time were due to the name given a new battalion in honour of the Queen's latest grandson, William.

Her Majesty's First Wee Willie Winkies were christened last month over the furious objections of the House of Lords. "How can we be expected to be taken seriously if we name our finest troops thusly?" queried the Undersecretary for Powerless Nobles, Lord Ichin Throgbottom. "At this rate, we can only hope the opposition laughs itself to death!"

+++++

INTRODUCING: WIN, PLACE & SHOW DIPLOMACY

There are already games nowadays where you can bet on the future success of one country or another in a game of Diplomacy. Typically these are modeled on the stock market and are referred to as "Bourse" games (from the French word for their stock market, *Le Bourse*).

For Win, Place & Show Diplomacy, I am taking the model of a horse race. Players get to place bets on the Great Powers (or Horses) to "finish" first, second, and third in a Diplomacy game.

But you're not betting who'll *win* the game — that's not a race, but an endurance contest! (Or could easily end in a tie.) By "finish" — and this seems an interesting twist — we mean which Great Powers will first be *eliminated from play* in the Diplomacy game in question!

And here's another interesting twist. Betting does not end when the race starts, but continues each turn of the Dip game until the first elimination occurs! So you'll get the unusual sensation of betting on a race in progress.

As in "Win, Place & Show" (the Avalon Hill horse racing game, which Bruce Reiff will be glad to teach to you), players will bet on horses (i.e., Great Powers) to — you guessed it — win, place and show! A "Win" bet pays off only if it is on the winner (first place) of the race. A "Place" bet pays (at lesser odds) if it picks a horse that finishes *at least* second. A "Show" bet pays off (at lesser odds still) if it picks a horse that finishes at least third.

This is not pari-mutuel betting, where the final odds (and thus the payoffs) on each horse are a function of the amount of money bet on it. This is oddsmaking, where as GM/OM

I offer odds on each horse and you decide when it's worth your money to bet against me.

For this inaugural event, which we'll be calling *Clambake Downs*, I'll start by offering identical odds on all seven countries: 6-1 to win, 4-1 to place, 2-1 to show.

The odds will change each turn as a function of bets placed. Therefore the odds will be moving in one direction while the action on the board will be moving in a different direction. This should create some good bets and some bad bets along the way. After the race, each bet is paid off *not at closing odds, but at the odds in effect when the bet was made.* And that's when we'll know who won Win, Place & Show Dip. (To determine the winner of the Diplomacy game, there'll still be four players left, slugging it out.)

Each bettor gets \$10,000 per turn in imaginary money. Bets are made in multiples of \$1,000. There's a \$5,000 minimum and a \$25,000 maximum on your total bets each turn. If you omit to submit bets for a new turn, you "let it ride" and your previous bet is made again automatically.

Playing the game as a bettor is free. In fact, playing the game as a Great Power will be free, too! I'll refund the gamefees already received and am calling now for a seventh player! Could I have a volunteer from the audience, please? Send me a preference list! This is No-Press Gunboat Dip, name of the game to be *Clam*. Of course, bettors can't be choosers — if you're riding in the race, you can't bet on it!

Given a volunteer, we'll crank this baby up next issue! Make your Winter 1900 bets now or any time before publication of the Spring 1901 game report!

Hoodwink Mailing List

- (38) Michael Alterio, 338 Crescent Ave., Apt. 19, Buffalo NY 14214
- (00) Lon Atkins, 1101 Valley Circle, Costa Mesa CA 92627
- (37) Peter Baker, 800 S. Washington St., Apt. A-106, Alexandria VA 22314
- (00) Herb Barents, 17187 Wildemere, Detroit MI 48221
- (00) Ward Batty, 931 Forest Park Lane, Suwanee GA 30174
- (33) Brian Cannon, 2031 Linauer Drive, La Habra CA 90631
- (32) Michael Castille, 3201 10th Street, Port Arthur, Texas 77642
- (43) Patrick Conlon, 7180 Shoreline Drive #5110, San Diego CA 92122
- (40) Peter Fuchs, 9105 Walking Stick Trail, Raleigh NC 27615
- (00) Pete Gaughan, 1521 S. Novato Blvd. #46, Novato CA 94947
- (31) Gene Gesner, 15103 Alexis Drive, Tampa, Florida 33624
- (00) Mike Gonsalves, 530 Treasure Lake, Dubois PA 15801
- (44) Karl Hoffman, 250 Harris St. D5, East Stroudsburg PA 18301
- (00) George Inzer, 1755 Ashville Road, Montevallo AL 35115
- (32) Stan Johnson, 10 Pine Street, Edison NJ 08817
- (00) Douglas Kent, 54 W. Cherry St. #211, Rahway NJ 07065
- (42) Kevin Kozlowski, 3 Bantry Court, Baltimore MD 21237
- (29) Mark Lew, 5390 Broadway #2, Oakland CA 94618
- (34) David McCrumb, 3636 Oldtown Road, Shawsville VA 24162
- (00) Jack McHugh, 280 Sanford Road, Upper Darby PA 19082
- (46) Steven McKinnon, 71 Chestnut #14, Albany NY 12210
- (00) Jim Meinel, 2801 Pelican Drive, Anchorage AK 99515
- (35) Matthew Miller, Flat 3, 33 Leinster Gardens, London W2 3AN England
- (00) Larry Peery, Box 620399, San Diego CA 92162
- (36) David Pierce, 8503 Coran Drive, Cincinnati OH 45255
- (31) David Polley, 2504 Huntwick #1007, Austin TX 78741
- (44) Bruce Reiff, 2207 Smokey View Blvd., Powell, Ohio 43065
- (00) Philip Sasse, 5020 Morton Ferry Circle, Alpharetta GA 30202
- (38) Garret Schenck, 40 Third Place, Basement Apt., Brooklyn NY 11231
- (00) David Schlosser, Post Office Box 8084, Eureka CA 95502
- (00) John Schultz, Post Office Box 41-19390 F-W43, Michigan City IN 46360
- (37) Mike Scott, 857 N. Greenpark Avenue, Covina CA 91724
- (42) Tim Snyder, #130 Atherton Hall, University Park PA 16802
- (48) Lawrence Watt-Evans, 5 Solitaire Court, Gaithersburg, MD 20878
- (34) Frank Wranovix, 710 N. Elvedere, Memphis TN 38107
- (00) Andrew York, Post Office Box 2307, Universal City TX 78148

The final issue of your subscription is upon you: David Polley. Please feel free to ante up again!

Standby List: Thanks to these good people for patiently standing by to take over in case a player drops out of a game, and hardly *ever* being called upon! (Let me know if you want on or off this list.) Pierce, Kent, Johnson, Wranovix, Gesner, Gonsalves, McKinnon, Schlosser, York, Cannon.

Game Openings: The next Gunboat game — this one *without* press — and to be the subject of a new **Win, Place & Show Diplomacy** as described overleaf — now has six players signed up! The \$5 gamefee has been waived for this inaugural run of **WPS Dip**, so if you want to jockey a Great Power in this one, just send me your preference list (or not)! Betting on the race is free! See inside for details.

Deadline for all games is Monday, April 19, 1993!

Still no faxes! — And the *phone call* deadline is Sunday, April 18!